MilAtari Limited Edition

This Month:

General Meeting

Sat., April 20th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., April 28th, 7:00pm

Shakey's

9638 W. National Ave.

Next Month:

General Meeting

Sat., May. 18th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Inside:

Michelle Gross

From the President

Here, in my last article to the membership as president of our club, I am happy to leave office in what appears to be an upbeat and positive time for Atari Corp., and MilAtari Ltd. Many changes and activities are in the wind, and I'm confident that our next administration is going to be making some great changes for our members.

Some of the events you have to look forward to in the coming year are the opening of the MilAtari Software Store, a resource for our members to purchase used software, and perhaps you'll be able to find other items of interest, computer related of course. GEN CON is ahead, fast approaching. I know it will be our best ever, with plans now in the works between MilAtari and Atari Corp., as well as our committee effort to bring out new ideas and promotions for the Atari product line. A big announcement is forthcoming on a Chicago AtariFest, with our friends at LCACE and Atari Corp. putting on an extravaganza sure to please everyone. The date is not yet secure but you'll be informed through your club newsletter, the MilAtari Limited Edition.

That is just the tip of the iceberg, with local plans for a "partnership" of sorts with a known and respected Atari Dealer. More information will be released as soon as details are worked out. Watch for big changes in our fine newsletter, one of our major benefits as club members which has been truly top notch under the professional abilities of our past editors Doug Raeburn and the legend, Jim Morales! I hope to take over this position if the next president wishes to accept my services, and hope to be able to pick up where Doug left off. However, all the board members are aware of my penchant for "committee work" and my efforts as newsletter editor will not be an exception. I will be looking for a staff of people to help in all phases, but mostly in the writing area. I have many ideas in which I will be counting on you for feedback to assess their value. I hope to build a host of monthly columns to add to our usual reviews, announcements, and public domain listing. I will also be on the lookout for additional advertisers, and promise to be open to all ideas. If you are interested in a monthly or bi-monthly position, let me know. I promise your efforts will be rewarded!

In closing my last column, I wish to extend my sincere appreciation to all who have served with me on this board for the past year or two. MilAtari Ltd. is a good bunch of people, who work together for a common goal, to serve the membership and promote the Atari product line. In any organization it may appear that there is an "inner circle" of sorts at the top, who are not interested in or willing to accept new people and ideas in its fold, but I assure you that our executive board is very interested in what the members want, and are always looking for new people to help achieve those ends. Why not join in by attending a board meeting, voicing your opinions, good or bad, to an officer, or asking questions on issues, any issue, that concerns you as a member of MilAtari or a member of the Atari community. Often what seems obvious to one is easily and not purposely overlooked by another. Just as often what appears to be a lack of concern for the needs or wants of the people is in actuality the result of those in command not knowing what it is the members want! Speak out! *This is your club!*

I also wish to thank the members of our club for words of encouragement, continued support by attending our meetings, buying our public domain, and renewing membership. Keep coming, good things are ahead...that's a promise!

Michelle

MilAtari Ltd.

The Milwaukee Area Atari Users Group

Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

MilAtari Ltd. Officers

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VP - 16 Bit	Tom Bardenwerper	332-6762
Secretary	Linda Heinrich	421-2376
Treasurer	Dale Phillips	634-0200

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MilAtari By-Laws, Sec. XII, Art. 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

MilAtari Ltd. April Election

The following members have been nominated at the March Meeting:

President: Lee Musial

ST Vice-President: Bruce Rahlf, Mark Jones

8-bit Vice President: Joe Sliker

Secretary: Dave Glish

Treasurer: Ed Newman

Please attend the April Meeting and vote for a nominated candidate for each position, or write in a candidate of your choice.

Terry Browning

8-Bit News

Every month I get my MilAtari Newsletter, and I never find _ANYTHING_ in it for us 8-bitters. I don't know if it's all been written before, but I know that there are still some of us 8-bitters left who'd like to read _SOMETHING_ about our trusty old machines. In the next couple of newsletters I'll be submitting a few reviews of some of the newer 8-bit soft\hardware that's around.

To that end, at times, it may seem like this will be just an ad for Computer Software Services out in Rochester, NY. Why? That answer is real simple. Right now CSS is the _BEST_ thing we 8-bitters have going for us. While ICD and other companies have all but dropped 8-bit support, (in fact most companies have dropped the 8-bit entirely), CSS is developing and marketing products for the Atari 8-bit with capabilities that rival its 16 bit sister.

In the months to come I'll be writing about the Black Box, the Multiplexer, and some of CSS other gems! But this time around I'm just going to tell you about CSS' biggest asset: their _SERVICE_. If they didn't write the book on customer service, they certainly read it from cover to cover. Ron from CSS will take the time with you to go over any problems you might have, give you any instruction you might need, etc. But the best part is that he won't talk down to you. No matter how dumb your question might be, he'll take the time to answer it. He even walked me through, (on the phone), the set-up of my Black Box and hard drive when I got it. If you've ever had misgivings about making mail order purchases, I can guarantee you that you'll be more than satisfied with any dealings that you may have with CSS. They stand behind their products 100% and offer full support and service for your Atari 8-bit.

The main hardware developer at CSS is Bob Puff. I don't think that there can be an owner of an Atari 8-bit who hasn't seen or heard that name. He's the guy who brought us Super Arc and Super Un-Arc along with DiskComm. At one time there were more disk compression programs out there than you could count with both hands. If you downloaded a file from a bbs, you'd more than likely also have to DL whatever program that board used to compress their files. Today ARC and Diskcomm, both by Puff, have become the standard compression techniques for the Atari 8-bit.

Before closing this month I'd like to tell you about a program called Snapshot HD by a fellow named Tom Hunt. It's truly a fantastic program for us hard drive owners. There is a version of Snapshot for machines with extended RAM. As a matter of fact that's what the original Snapshot was for. There was a version that would work with a stock 130XE but the best version was for machines with 256K or better.

Both regular Snapshot and Snapshot HD basically work the same, they take a "picture" of your memory and save it either in extended RAM or on your HD. With the HD version you can have up to 10 Snapshots active! While with the other version you can have 2 with a 256K machine, more if you have larger

> **"While ICD and other companies have all but dropped 8-bit support, CSS is developing and marketing products for the Atari 8-bit with capabilities that rival its 16 bit sister."**

memory. By pressing a couple keys, a Snapshot of your memory is taken and saved and a different Snapshot is loaded into memory. Whatever you were working on when you took that Snapshot will be in memory EXACTLY the way it was when you left it. If you were in the middle of writing something with Textpro, that's right where you'll be when you come back to it. Your cursor will be flashing in the exact same place as if you never left. All it takes is a [SHIFT][CONTROL][n] combination to switch you between any one of 10 possible active programs! You can jump from Textpro to Syn-File to Space Invaders if you like, and always come back into the programs right where you left off.

That's it for now, so until next time....KEEP THE 8-BIT ALIVE!

Computer Software Services
P.O. Box 17660
Rochester, NY 14617
Voice: (716)586-5545
BBS:(716)247-7157

**Thomas J. Girsch**

So You Want To Be A Hero

Title:	**Quest for Glory I "So You Want To Be A Hero..."**
Mfg:	**Sierra On-Line**
Type:	**Graphics Adventure Role-Playing**
Retail:	**$49.95**
Rating:	**Very _Very_ Good!**

Sierra On-Line has released what I believe is its best 3-D graphics adventure to date: Quest For Glory I: "So You Want To Be A Hero..." How can one best describe it? Mix three parts graphics adventure with two parts role playing game and a dash of action, and *POOF*, there it is!

The game has a lot of appeal to a lot of different types of people. The adventure gamer will like the scores of intermediate puzzles which she or he must solve. The role playing gamer will enjoy choosing a character class and developing her/his character (and, of course, fighting all the monsters. The action gamer will enjoy the fight sequences themselves, as timing is crucial. And gamers like me, who enjoy all three, will be in seventh heaven.

The scenario is this: the valley of Spielburg has been cursed by an evil witch-ogress named Baba Yaga, and the Baron's two children are missing. The loss of his bairns upsets the Baron so much that he has begun to ignore his realm, and brigands and monsters now run freely about. The brigands have a new leader and a warlock at the fore of their group, making them a very large threat. That's where you come in: after seeing a sign which reads "Wanted: Hero for the Village of Spielburg" you decide to visit the valley and see what you can do.

At the outset of the game, you are asked to choose a character class (fighter, wizard, or thief). You are then shown your character's attributes and can allocate 50 points to increase her/his skills. From then on the game plays pretty much like any Sierra adventure. As usual, the parser is slow, and there is an immense amount of disk access, but the program can be installed on a hard drive, which speeds up the game drastically. For single-disk users (like me), they set up the map of the land in such a way as to minimize disk swapping. Also, many of the common commands ("cast," "ask about," etc.) are accessible via quick keys (e.g. "Alt-A").

> ### "...gamers like me....will be in seventh heaven."

The program makes excellent use of the ST's capabilities, as well. The graphics are about the best of any I've seen in a Sierra game, especially during the animated sequences. The game also has an excellent soundtrack which may be played through a MIDI keyboard, if you have one. One of the neatest features of the game, however, is the role-playing aspect. You not only have to know when to do something, you also must be good enough at it. Skills (such as throwing or lock picking) must be well rehearsed before they can be effectively used. And in many cases, "practicing" adds a fun twist to the game. (I found I could not practice fighting with the weapons master anywhere near as often as I would have liked).

During the fight scenes, you get a "behind your own back view" of the situation (kind of like _Pole Position_, in which you could see your own vehicle) and actually control the moves of your character. You can thrust, block, duck, and dodge left or right. The timing of these moves is crucial. You can also cast spells or try to escape the battle. Another feature I liked is the variance of solutions to the puzzles. There are different solutions to certain problems that are tailored to the abilities of each character class. Because of this, the game can be played three times without growing tiresome. (Once as a fighter, once as a wizard, and once as a thief).

And last but not least, when the game has been solved, you can save your character's statistics to a data disk for use with the (hopefully) forthcoming "Quest for Glory II: Trial by Fire." (By the way, I _have_ solved the game and can tell you this: the end sequence is _beautiful_ and is a must-see).

The copy protection is very subtle, and very fair to the buyer: to solve the game you must read the documentation. _All_ of it. Without having read it, there are certain puzzles which you would probably never solve. (I hear screams of agony, wailing "Don't tell me I actually have to read the instructions!" But don't worry, they read very smoothly and are actually quite entertaining).

All in all, I recommend _Quest for Glory_ to just about anyone. The animated sequences and the soundtrack are very cute indeed. If you absolutely do NOT like graphics adventures, then you probably would not be happy with this program. But if you like them, then you will probably enjoy the game as much as I did. _Quest for Glory_ can be found under the name "Hero's Quest I" and is worth every penny you'll pay for it.

Carl Verbanac

PHASAR 4.0

What's PHASAR ? It's an accounting program designed to take care of all your home financial activities.

There is a lot to talk about and more than I've got into so far. My needs will never be able to test the abilities of PHASAR 4.0. I do think phaser could handle a home business or anything else in that class with ease. No it's not an equal to a double entry accounting system.

PHASAR is more useful than a simple checking account program. By setting up accounts and categories for all your activities, all the money you earn is tracked to its destination. What you are doing is setting up a dollar flow, money in, money out. This gives you the opportunity to study or grieve over your financial abilities... At least you will always know exactly how much Uncle Sam got, and why you are so broke. A word of warning, unless you have an understanding better half you could be in deep trouble.

A note to those who are looking for a program to do the type of accounting normally associated with conducting a business, PHASAR can not handle a lot of functions required to give you total control. Some of the things that can not be handled from within PHASAR are inventory, ordering, payroll, billing, invoice writting, etc.

PHASAR can take out all the hassle of doing your income taxes. Everthing you need will be right there for you.....ooops it can't tell you where to borrow the money so you can pay up.

I do want to state that I did enjoy PHASAR's manual. Yes I said "enjoy". I read the whole thing, over 200 pages. The text is easy to read and understand. I think I'll read it again.....I like it.

Program by Tom Marks Manual by Bernice Williams and Tom Marks Published by Antic Software Inc.

Reprinted from ZNet Issue #91-09 March 9, 1991

ATARIUSER

COVINA, CA -- Quill Publishing, publishers of ST JOURNAL MAGAZINE, have replaced the Journal with ATARIUSER, the first and only FREE ATARI SPECIFIC MAGAZINE. ATARIUSER will be distributed free internationally through computer stores, Atari dealers, developers, distributors, and registered Atari user groups. Select book and retail stores and businesses will offer it for free or $1.00 per issue, at their option. Preferred delivery subscriptions to ATARIUSER are available, direct mailed for only $12 a year. All outstanding subscribers to ST Journal will be individually contacted regarding upgrading to extended ATARIUSER subscriptions.

AtariUser will cover the ENTIRE Atari computer product lineup, including the TT, STe, ST, MEGA, MEGA/STe, Portfolio, Lynx, and even the out-of-production Atari 8-bit series of computers. It will also grow as the Atari product mix grows in the coming years. ATARIUSER's editor-in-chief is well-known industry journalist JOHN NAGY. Says Nagy, "We'll focus on the facts that will make it easier to be an ATARI USER. Every month we will try to cut to the meat of what is happening, what is available, what it can do for you, and how to get it. And we'll do it FAST, with less than two weeks between final edits and distribution. Our concept and goal is to be your standard monthly reference for all Atari interests... at a price Atari Users can truly say is POWER WITHOUT THE PRICE... FREE!"

ATARIUSER will begin with the May 1991 issue, expected to be available starting April 15. Distribution will be at a minimum of 30,000 per month. P. Kevin Horn, Quill's Marketing Director, said "ATARIUSER is the most inexpensive Atari national publication to advertise in. We have broad distribution and the lowest cost per thousand. No one can beat us!"

Dealers and user groups interested in providing ATARIUSER monthly, free, to their customers and users should contact Quill Publishing directly, and quickly, if they wish to receive sufficient quantities of the May '91 issue. Groups are also solicited to suggest and perhaps cooperate in placement of ATARIUSER distribution points in their areas as part of their own membership outreach. Simply call our offices and let us know how many issues your group can realistically place.

Single sample issues will be available by mail after April 20 - send $1.00 to Quill Publishing. Potential advertisers should contact P. Kevin Horn. Aspiring writers should contact Editor John Nagy or Assistant Editor John King Tarpinian at the Quill offices below.

ATARIUSER magazine from Quill Publishing Co. 113 W. College St. Covina, CA 91723 818-332-0372 - Editorial and business. 818-332-2869 - Fax. 818-332-5473 - Direct advertising line.

[Ed. note: MilAtari has these on order for members, but for in home delivery you should subscribe.]

Michelle Gross

Citadel Tutorial

In all the time that I have been president of this club, the most common "inquiry" I have received was about the use of or access to our BBS. Well, it's about time we put those questions and complaints (sorry Rich) to rest.

Despite all that I've heard, and all the boards I've visited, I think our Citadel system is top notch. Our board is unique and powerful, once you become accustomed with the commands. Think about how boring it would be to log onto board after board, each running the same software. With that, let's take a walk through the logon sequence for a first time caller.

Assuming you are familiar with your terminal program, dial up MilAtari at 476-9229. The following text is what you will actually see as you connect to our system. The commands or key presses that I enter at the prompts will be bold and in brackets. The way the command will appear on your screen will be different, however, and is so indicated by the words or letters after the command enclosed in brackets. For example, in the Main Lobby I find I must go to the mail room to apply for a password. The actual keys I press are .g mail, but what appears on screen is .goto mail.

I personally guarantee, if you follow this article and call our board, you will be able to logon as a new user and apply for a permanent password. Then Rich will validate your password, and within days you'll have full access to our BBS.

Welcome to MilAtari Ltd. BBS

The Milwaukee Area Atari Users Group Official Bulletin Board System

Operating at 300/1200/2400 Bps

On line 24 Hr's a day, 365 days a yr

Currently with '95 Meg available

In Operation since July 1984

STadel Net and Usenet now integrated

Userlog Updated 02/04/1991

MilAtari Ltd. P.O. Box 14038 West Allis, Wisconsin 53214 Running: STadel V3.3d

91Feb06 18 messages

[?]=menu, [H]elp, [L]ogin Main Lobby] Enter password or <c/r> if new:[**return**]

Welcome to MilAtari Ltd. BBS

This is a Password Only system, which 'must be applied for. There are no real requirements in that you DO NOT have to be a member of MilAtari Ltd. to gain access to this system.

Please use the following command to get to the Mail> room, where you can then read the message awaiting for you.

.G mail (period G mail)

Then simply follow the instructions given in the message.

Note: A 'P' will pause and un-pause screen output!

[?]=menu, [H]elp, [L]ogin Main Lobby] [**.g**]oto [**mail**] 1 message 1 new

[?]=menu, [H]elp, [L]ogin Mail> [**r**]ead

Welcome to MilAtari Ltd's --> Remote Access Information System <-- or perhaps better well known as a BBS. Please continue reading this file, as it contains all the information needed to obtain access to the system.

The system allows private mail, but seeing that this is a club run system, and I am the one on the HOT SEAT, I reserve the right to access 'any' portion of the system, and this includes the Mail> room.

We have relatively few rules on this system, more common sense than anything else, but be it known that the SysOp reserves the right to accept and or Deny any access without reason and or explanation.

RULES:

Absolutely NO swearing, cursing, or the likes will be tolerated.

Absolutely NO unlawful exchange if information will be allowed.

Absolutely NO Wars will be permitted on this system. ie: My system / Your System arguments lead no where!

So you see, we have very few rules, but they are strictly enforced. Any infractions of the above, will be just cause for termination of access to the system!

This system does allow for free exchange of ideas, and or opinions. What this simply means, is that if your opinion/idea does not necessarily agree with either Mine, the Clubs, or another user, and it follows the above guidelines, you need not fear termination. Views, any views are expressly allowed.

If after you have read the above, and have no problem with it's ideology, then leave a message to ---> The Sysop <--- in the Mail> room. [the room you're in now]

Please supply the following information;

1) RealName
2) Current Address

Mark Jones

Online with Jonesy

Apathetic? Bored? Curious? Desperate?

Do any of these apply to you? Just because it's now Officially Spring (finally!), that doesn't confer automatic immunity to the blahs, the burning desire to have a question answered, or the need for a quick fix to a problem.

Some folks have found a partial solution to be found on-line with others on a variety of Bulletin Board Systems, especially the national and international ones.

Whether it's finding out about something new, meeting other folks to share views and information about subjects of mutual interest, tracking down a demo version of a piece of software you've heard about, or trying to find out how to resolve a system glitch, the major online networks can be a useful place to visit.

With the current prices on modems, communication programs, and various access charges, getting 'connected' to a wealth of information, conversation, and assistance is now well within the budget of almost anyone having a computer system and telephone.

You don't have to be any particular kind of person to join in, either; it doesn't matter if you're a novice or expert, tecno-freak or -klutz. All it takes is the desire and decision to expand your horizons and participate in the planet's largest koffee klatch.

For those of you who approach this with a bit of trepidation (like me), all the help you'll need to get up and running is available, both online and off, from other people who've all gone through the same thing, and who are happy to pass on what they've learned.

Besides, having asked some of the most excruciatingly dumb questions imaginable, I've found it to be true that "there are no dumb questions, only dumb answers."

If I seem to belabor this point, it's simply because I've met quite a few people who would be a more comfortable, more productive, and have more fun with their computers if it weren't for feeling burdened by the odd notion that somehow we're 'supposed to know' all this STuf. It seems to me better to ask, and keep asking, until the right answer comes

---

Citadel
from page 6

3) City,State,Zip
4) MilAtari Ltd. membership
   [Y][N]
5) Full Phone Number
6) Age
7) Occupation
8) Type of computer
9) Password desired

Please be advised that the password 'must' be in the following form, all others will be ignored.

Example:

word,word

This means that it is a two part password. The two words must not be related, such as --> Atari,ST <-- is a bad example. A correct example would be like the following --- > paint,horse <--- [two unrelated words]

Thank you for your patience and co-operation

MilAtari Ltd. BBS SysOp

[?]=menu, [H]elp, [L]ogin Mail> [e]nter

STadel formats all messages to your screen width. You don't need to hit return at the end of each line. You do need to hit return at the end of a paragraph, and indent a paragraph at least one space. To defeat auto-format, hit return at the end of a line, and indent the next line at least one space.

Enter message (end with empty line)

91Feb06 10:45 am to Sysop

Hi Rich

It's just me, checking out what a new user goes through. I may put together an article this month for the newsletter.

Michelle edit:[s]ave

[?]=menu, [H]elp, [L]ogin Mail>[terminate - confirm? (Y/[N]): [Y]

Now, what I have done is called the system, read the rules, and left a message in mail for Rich. What you must do to obtain your permanent password, is logon as I have but leave ALL the information in your message that Rich requests. Rich is a real stickler for details, so don't miss a one!

I expect to see some members (non-members are also welcome to our system) try this out this coming month (yes you Paul, Dave, and yes you too JJ!!!). If you call in, leave me a message in mail. I'll continue our tutorial next month for those of you who are brave enough to venture out into our BBS!

Jeff Weaver

Quick ST II

Title:	Quick ST II (Version 2.21)
Mfg:	Branch Always Software
Type:	ST Utility
Retail:	$19.95
Rating:	Well worth the price

Software Screen Accelerator/Desktop Customizer/Fast File Viewer/Graphics Editor/Speed Benchmarker/High Resolution Monitor Emulator.

From: Branch Always Software, 14150 N.E. 20th Street, Suite 302, Bellevue, WA 98007, U.S.A.

WHAT IS DOES: Quick ST speeds up GEM and GDOS on any Atari ST, Mega ST, or Atari STe computer. It supports color (medium and low resolution), monochrome, and Moniterm monitors.

Quick ST II is a screen accelerator and desktop customizer package. Included in the package is an accelerator program for your auto folder, a desktop customizer program to place .PI2/3 pictures in the background of the desktop, a text/file viewer, an art program to edit pictures for the customizer program, a program to measure the speed of your ST, and a monochrome monitor emulator program.

The Atari ST is a great computer and runs quite fast, so when I heard about a software screen accelerator, I paid little attention... after all, my ST runs plenty fast enough for me! Why spend money on an accelerator???

Then I got into desktop publishing... Now, it's bad enough running a DTP package on a 1040ST with one floppy drive (no hard disk); always exchanging disks, but what's worse is the time it takes the computer to redraw the screen each time I load a picture, or a block of text, etc.

That's when I decided to take a closer look at Quick ST II. It states in the manual that it runs on any ST (or STe), and makes the most of the ST's 68000/68030 microprocessor chip. It installs easily; just put it in the AUTO folder of your boot disk, and only uses about 29K of RAM if no desktop customizing is done. About 60K is used when custom desktops are installed.

I got my copy of Quick ST from Micro Magic for under $19.00, but I've seen it for as little as $11.00 from mail order firms.

Here are some test results with and without Quick ST, using the included Speed Benchmarker program:

	Without Quick ST	With Quick ST
TOS TEXT	100%	306%
TOS STRING	103%	1835%
TOS SCROLL	100%	130%
GEM DIALOG	99%	257%

The technical explanations for what is being tested are spelled out in the manual, but lets just say that the computer's ability to "write" text and images onto the screen has been significantly accelerated!

To further show the increase in speed, here are the results of another test. This one times the computer as it "draws" text on the screen in various fonts. The figures shown are 200ths of a second. The smaller the number, the faster the computer is working.

	Without Quick ST	With Quick ST
Normal	527	47
Bold	906	58
Grey	682	54
Italics	874	75
Underlined	591	49

Again, very impressive increases in speed... But what about the real world? How does it speed up REAL programs on my ST?

Publisher ST seems to have benefited the most from Quick ST. Screen redraws simply FLY onto the screen! Noticeable improvement was also seen with STWriter (word processor), Opus (spreadsheet), STalker and Aladdin (terminal software), Band-In-A-Box and Masterpiece (midi software), as well as my collection of games!

Quick ST II is a useful utility package that's priced right. The accelerator alone is worth the 19 bucks, but you also get five other useful utilities! I recommend Quick ST II to all ST users, especially those who do desktop publishing.

NOTE: Quick ST 3 is due out soon... and there are discounts for User Groups!

Online with Jonesy
from previous page.

along. After all, everybody started out knowing nothing, right?

So what does any of this have to do with the price of RAM chips? I don't know. But I _do_ know where to find out: online!

[The preceding appears courtesy of Jonesy's Online Ragtime Band and Memorial Marching Society. What's that? I'm not sure I know that, either. But when Michelle approached me with the idea writing a <groan> monthly column about "whatever, maybe online services, or something", being gallant, I said "Uh, sure." Besides, I wanted my arm back in one piece. (Just kidding, Michelle, really!) <g,d,r>]

Dennis Wilson

ST PD Update

The MilAtari Ltd. Public Domain Library Disks are available at the meeting at a price of $3.50 per disk, and through mail order at $4.00 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 311 -MILATARI BOOT DISK II

A selection of accessories and programs for the AUTO folder on your boot disk. This is a ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk.

SB_OTHER: A folder containing some utilities that the author of Superboot feels are useful when used with Superboot. These consist of 1) ACC - An AUTO folder program to allow loading of accessories stored in an "ACCS" folder on your boot disk, thus "cleaning up" your boot disk root directory, 2) AUTOSORT - A program for rearranging the order of the loading of your AUTO folder programs, 3) DIGIEDIT - A file player and editor for the sound files that load into Superboot, 4) PICSW7 - Picswitch Picture Utility Ver 0.7, a picture viewer.

DC_LEFTY: An AUTO folder program by Double Click Software which swaps the left and RIGHT mouse buttons. So now when you press on the right mouse button, it thinks it is a left mouse button, and vice-versa. Handy for left handed Atari Users, or if your left hand mouse button is giving you trouble.

PMA: Proportional mouse accelerator - An accessory which applies a multiplier to the mouse movement depending on the speed. A fast move of the mouse will now move the mouse pointer a long way across the screen. The program gives you 3 speeds and 4 multipliers so you can configure it to suit.

SBSOUNDS: The version of Superboot on this disk now allows not only loading of a welcome screen upon bootup, but a corresponding Digisound sound file. The sound file plays while the picture is being viewed. On this disk are 3 Digisound sound files and 3 picture files in .TNY format which may be loaded into Superboot upon bootup. The Superboot file on this disk has been configured to load an Atari Logo picture with a sound file which repeats rapidly the word "Atari".

SUPERBT: Superboot Ver 7.0 - An "all-in-one" type program that does just about everything you could ever want to do each time you boot your computer. It allows you to: 1) Choose which Accessories to load, 2) Choose which AUTO programs to run, 3) Choose from a number of DESKTOP.INF files, 4) Choose from a number of ASSIGN.SYS files for GDOS, 5) Choose other data files used by up to 8 different programs, 6) Display a welcome screen from any picture in Degas, Neochrome, or Tinystuffed format, 6) Play digitized sound, 7) Set the date and time if you so choose, 8) Choose whether or not Super Boot will run by holding down a "hot-key", or by a time delay feature, 9) Restrict access to your system by use of a password, 10) Set the floppy disk seek rate, 11) Have Write Verify turned off if desired, 12) Select the most used file configurations by simply pressing a function key, with up to 30 function keys supported, 13) Customize Super Boot the way you want it using The Super Boot Construction Set, a separate and easy to use GEM program, 14) Auto boot any GEM program, and 15) Set a default configuration if Super Boot is bypassed. Super Boot works on all Atari ST models, from any boot drive, and on both color and monochrome monitors. On color monitors, it will automatically be displayed in 4-color medium resolution. Super Boot can control up to 151 files at once. All versions of TOS, including TOS 1.4 and TOS 1.6, are supported.

TN_PCALC: Take Note Printing/Programmers'' Calculator -

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A calculator utility which may be used as an accessory or as a program by renaming the extender. It has the ability to output to a printer after each entry/calculation or store these and print them out as a group.

DISK 312 - GAME DISK

PRFMATCH: Perfect Match SW - A matching game which can be played with 8, 16, or 24 "cards". Obviously, it is more difficult to find matching pairs when there are more cards. For 1 to 4 players. There are 23 card sets included, some matching Spanish and English words. This is a shareware product which is an enhanced version of Perfect Match, a game formally distributed and sold by Michtron for $39.95.

STRIKER9: Striker - A demo of a side-view sports game featuring events such a soccer and hurtle jumping.

TAIPANII: Taipan II V 1.14 - A role playing game based upon the China trade in the 1800's in which you improve your ship and make as much money as possible in the shortest amount of time. Taipan II is a greatly enhanced version of Taipan. It is a sort of "presequel", taking place about 60 years prior to the setting of the previous game. This is a very colorful version, featuring mouse control. There have apparently been some improvements or bug fixes from Ver 1.12 offered on Disk 293, but the author does not detail them in the accompanying documentation file.

TIMEDEMO: Time Machine - A demo of a game in which you are a professor who must go back in time and ensure that evolution proceeds properly. All that you have to aid you is an energy beam. You are apparently supposed to protect the small furry animals running about from the reptiles. Very colorful background screens with good animation. No documentation file, however, so you're on your own in figuring out the game.

DISK 313 - GAME DISK

BATTLE: Battle Command - A demo of a first-person tank game which is played with the mouse.

COOLTET: Tetris - The author studied the original coin-op version closely in order to make a Tetris game as close to the original as possible. However, there is no sound and no Russian dancers as yet.

DEFDEMO: Defender II - A demo of the improved

Defender game. Played with the mouse.

HARDBALL: Hardball - A colorful baseball game for 1 or 2 players. One player game may be played with either the mouse or the joystick. Two player version requires 2 joysticks.

PUZZNIC: PUZZNIC - A demo of a "maddeningly addictive" puzzle game from Ocean Software. Your task is to move similar blocks so that they touch each other, either side-by-side or on top of each other. When two or more blocks are joined, they disappear and leave you to move on to all the other groups of similar shapes. If you can make all the blocks disappear before time runs out, then you move on to the next level.

DISK 314 - GAME DISK

COLLAPSE: COLLAPSE - A variation on Tetris. The falling blocks are not in different shapes, but instead are composed of 3 blocks with different colors and designs on them. The object is to line up three or more of the same type in horizontal, vertical or diagonal rows. When this occurs, the blocks dissolve and any remaining blocks above collapse downward.

F29MISSN: A mission for the commercial game F29 Retaliator.

TURRI_PD: Turrican II, The Final Flight - A demo of a side-view jump and shoot scrolling arcade game. The demo consist of 1 of the 11 levels of the commercial game.

WARLOCK: An overhead-view arcade game similar to Gauntlet.

DISK 315 - GAME DISK

MOPUZZLE: Moving Puzzle - The object of this puzzle game is to put the pieces of the picture back together while the picture scrolls on your screen. Press HELP while in this program for complete instructions. Monochrome only.

STSQUARE: ST Squares - This is a game based on the "Hollywood Squares" game show. A few different enhancements were added, including a fabulous bonus round. The game includes celebrity panel made up of nine famous cartoon characters, including Batman and Fred Flintstone. A 2-player game. The game is in GFA Basic, with the GFA runtime program included on the disk.

VALGUS20: A Tetris game for one or two players. In 2-player mode, you can play either the computer or another human player. All known bugs in Ver 1.0 have been eliminated.

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VIDPOKER: Realistic Video Poker Ver 2.2 - This game was designed to be as close to the casino game as possible in both play and graphics which is played with only one hand on the keyboard. The game therefore lets you think about your strategy. The graphics on the cards are some of the best yet. Also on Disk 235.

WICKED: An extremely colorful game. No documentation file was included with the game, so you're on your own with this one.

April Meeting Schedule

Elections for Club Officers

Demos of Supercharger and Microsoft Windows with Tom Bardenwerper and Doug Raeburn

DTP Sig using Timeworks with Michelle Gross (this time for sure!)

Don't forget our special PD offer...buy the five current PD disks for a reduced price of $14.00 and check with Dennis for other unadvertised specials!

Bill Janutka

ST PD Supplemental Update

UPGRADED DISK. Those that have purchased this disk previously can bring it in and have it upgraded for one dollar.

DISK 046 SCIENTIFIC,EDUCATIONAL(DS)

NORAD: These files have been upgraded with the latest data on satellite locations. For those of you that have access to the MilAtari BBS, this new data can be found in file NRD391.LZH in the ST Forum section.

NEW DISK

DISK 048 MUSIC, GAME & DEMO (DSE)

MSTR_TRK: This demo version of the Master Tracks Jr. sequencer program has some very nice songs included that you can use to test your keyboard. The "save" feature has been disabled so that you cannot save any of your creations but it still is fun to play with.

NAMETUNE: A "Name that Tune" game that includes 110 songs. It can be played with or without a keyboard or synthesizer. It also contains a program to make your own songs.